

How to play all rummy game?

All rummy is a popular card game that is played with a standard deck of 52 cards. The objective of the game is to form sequences and sets using the cards in your hand, and to discard the cards that you do not need.

Here are the steps to play All rummy:

1. The game is typically played by 2 to 6 players.
2. Each player is dealt 13 cards at the beginning of the game.
3. The remaining cards are placed face-down on the table, and the top card is turned over to start the discard pile.
4. The objective of the game is to form runs (consecutive cards of the same suit) and sets (three or four cards of the same rank) from the cards in your hand.
5. On your turn, you can draw one card from either the draw pile or the discard pile.
6. If you can form a run or a set, you can lay it down on the table in front of you. The game requires you to have two runs, one of which must be a pure sequence (a sequence without any jokers) and the other can be an impure sequence (a sequence with a joker).
7. After laying down your sets and sequences, you can discard one card from your hand onto the discard pile.
8. The game continues in this way until one player has laid down all their cards and has no more cards left in their hand.
9. At the end of the game, the player with the lowest points wins. Points are calculated based on the value of the cards that the player has not been able to lay down in sets or sequences.
10. The game can be played for multiple rounds, and the player with the highest score at the end of all the rounds is declared the winner.

Note: There are many variations of rummy, so it's important to clarify the rules before starting the game.

Here are some additional tips and rules to keep in mind while playing All rummy:

1. If a player picks up a card from the draw pile, they must keep it. They cannot discard it on the same turn.
2. If a player picks up a card from the discard pile, they can only use it to form a set or sequence. They cannot discard it on the same turn.
3. If a player cannot form any sets or sequences, they must draw a card from the draw pile and discard one card from their hand on the same turn.
4. A player can use a joker to substitute any missing card in a set or sequence.
5. If a joker is used as part of an impure sequence, it carries a penalty of 10 points.
6. If a player declares and is found to have an invalid or incomplete sequence or set, they receive a penalty of 80 points.
7. The Ace card can be used as the highest or the lowest card in a sequence. For example, a sequence can be Ace-2-3 or King-Ace-2.
8. The game can also be played with two decks of cards to accommodate more players.
9. All rummy can be played with a time limit. The player with the lowest score at the end of the time limit wins.
10. It is important to keep track of the number of turns and the number of cards drawn by each player to ensure that the game is fair and each player has an equal opportunity to draw cards.